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Printed in Japan

NES-TI-USA

TIGER-HELI®

by TAITO®

Licensed by Nintendo for play on the
Nintendo® ENTERTAINMENT SYSTEM®

GAME PAK INSTRUCTIONS

Licensed by Nintendo
for play on the
Nintendo
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THIS SEAL IS YOUR ASSURANCE THAT Nintendo HAS EVALUATED AND APPROVED THE QUALITY OF THIS PRODUCT.

Armed with the ultimate stealth jetcopter you are about to penetrate the main military base of a dangerous terrorist nation.

At this base — better known as the mega-fortress — preparations for a world takeover are well under way.

The sooner you can get in there — and the farther you can go — the better our chances for preventing a third World War.

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THE SET UP

1. Make sure the power switch is OFF.
2. Insert the Tiger-Heli® CARTRIDGE as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

TO START

For 1 player — Push the START BUTTON on Player 1's controller.

For 2 players — Press the SELECT BUTTON (on player 1's controller) so that the helicopter is next to "2 PLAYERS" and push the START BUTTON.

THE SCREEN

Once you press the START BUTTON, you will see the following information on the screen:

THE SCENE

The Place: The Mega-Fortress of the terrorist regime.

The Problem: The terrorist-run country, Cantun, has become completely power hungry. Their aim? To take over the whole world.

They're planning their attack right now. Right as you read this page. So there's little time left.

They're gathering together all their tanks. All their ships, including several major aircraft carriers. All their bomber planes. All their all-terrain attack modules. Even an outdated rail service they're using to haul supplies. And, of course, all their men.

Their impenetrable military base is hidden deep in the center of the country. Ships can't get there. Tanks can't get through. High-flying spy planes and bombers are captured — and struck down — by radar.

The only way in is a sneak attack. The only time to try it would be in the early, sleepy hours of the morning. The only thing to use would be a helicopter. And the only helicopter for the job is Tiger-Heli.

Tiger-Heli is the result of a billion-dollar defense project to create the ultimate stealth jetcopter. It's turbo-powered. Forged from ebony metal and glistening chrome. And armed with computers, heat-seeking missiles, impact bombs and radar scramblers.

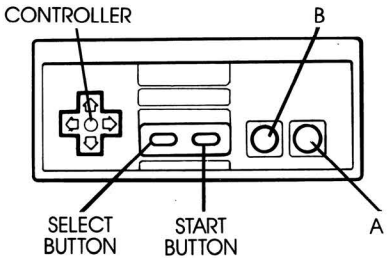
Tiger-Heli can reverse directions in nano-seconds. And can fly anywhere from high in the stratosphere down to inches above the ground.

But it's going to take more than fancy flying to handle this job. You're going to need nerves of steel. And a willingness to annihilate *everything* in your path.

It's going to start out tough. And get even tougher. But with Tiger-Heli, you can do it.

THE CONTROLLER

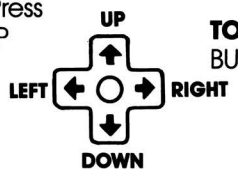
The following illustration shows you the control points on your NINTENDO ENTERTAINMENT SYSTEM® controller. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.



TO MOVE RIGHT OR LEFT — Press the CONTROLLER ARROWS RIGHT or LEFT.

TO MOVE UP OR DOWN — Press the CONTROLLER ARROWS UP or DOWN.

TO FIRE A MISSILE — Press BUTTON B.



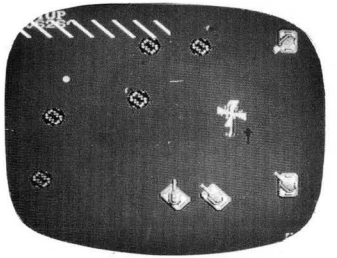
TO BOMB — Press BUTTON A.

TO PAUSE — Press the START BUTTON.

TO RESTART — Press the START BUTTON again.

THE BAD NEWS

At first glance your chances don't look good. They've got the warheads. They've got the tanks. They've got the ships. They've got the bomber planes. And all you've got is Tiger-Heli.



THE GOOD NEWS

Tiger-Heli has split-second maneuverability and incredible flying range so you can dodge even the fastest missile. Or rush anything that moves.

With Tiger-Heli, you have unlimited firing power. And with every blast you shoot a wave of four deadly missiles.

You start with two impact bombs that can detonate an entire block. Once you use them both, there is a

way to collect more. (See GREEN CROSS, below).

One of your advantages is the underground guerilla group. They live on the base. But they're actually on *your* side. And they'll try to send you help or ammo whenever they can.

To let you know they're around they'll send you a sign. It will look like a First Aid cross. Only it will change colors. Once you spot a cross, you need to liberate the supplies from the surrounding enemies by strafing the area. After shooting the cross to release new supplies, you'll get different kinds of assistance depending on what color the cross is at the moment you shoot it.

Here's how each cross will help you:

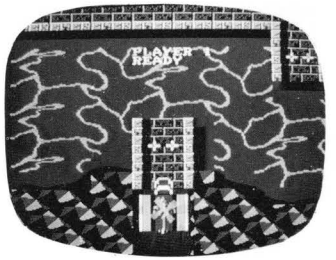
GREY CROSS: Shoot the cross when it's grey, and a support helicopter that fires missiles in a forward direction will appear. To link up with this helicopter, move directly along side it.

RED CROSS: Shoot the cross when it's red, and a support helicopter that fires missiles in a sideways direction will appear. To link up with this assist helicopter, move directly along side it.

NOTE: Tiger-Heli can't work with more than two assist helicopters at one time. So if you already have two assist helicopters when you shoot a red or grey cross, you will get points — instead of another support helicopter.

GREEN CROSS: Shoot the cross when it's green and the "B"-SIGN will appear to give you another bomb. But in order to get the bomb on your helicopter, you must fly directly through the "B"-SIGN.

NOTE: Tiger-Heli can only carry two bombs at one time. If you already have two bombs when you shoot a green cross you will get points — instead of another bomb.



BONUS BLOCK: Shoot as many BONUS BLOCKS as you can. Because for every ten you shoot, you get another Tiger-Heli.

PLAY IT AGAIN

At the beginning of each game you get three Tiger-Heli jetcopters. The game is over when all your helicopters are lost.

EXTRA LIVES —

There are two ways in which you can acquire new helicopters:

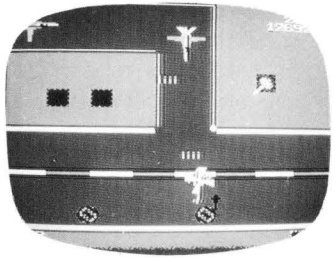
1.) For every 10 BONUS BLOCKS you shoot you get a new helicopter.

2.) You get a new helicopter at 20,000 points. After that, you get a new helicopter for every 80,000 points you earn.

THE FINAL SCORE

The points you earn for gunning down different types of enemy items are added together to produce your final score.

Here's what earns what:



ITEM	*POINTS*	*SPECIAL NOTE*
Railroad Gates	50	
Trailer	50	
Gas Tank	50	
Stop Sign	50	
Bonus Block	100	You get a new helicopter for every 10 you destroy.
Building	100	
Car	100	
Jeep	100	
Train	100	
Truck	100	
Tent	100	
Aircraft	100	
Gunboat	190	
Gun Battery	130	
Tank	250	
All-Terrain Attack Module	170	per hit. It takes 15 hits (worth 7,000 points) to destroy it.

ITEM	*POINTS*	*SPECIAL NOTE*
Red, Grey or Green Cross	1,000	
Red, Grey or Green Cross	3,000	If you already have 2 assist helicopters
"B"-Sign	3,000	Only if you already have 2 bombs on your helicopter
Landing On Heliport	5,000	points per each assist helicopter and bomb
Max Possible From Heliport	20,000	

THE CLUES

- Once you play the game awhile, you'll get a good idea of when certain enemy attackers are going to appear. Get ready for them ahead of time.

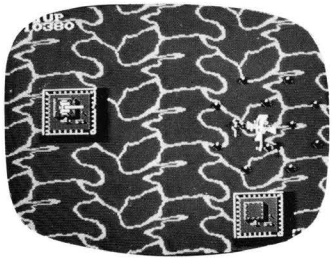
- Try to destroy every BONUS BLOCK you see. Not only are they each worth 100 points, but for every ten you destroy, you get a new helicopter.

- Use your bombs sparingly. And when you do, try to wipe out several enemy structures and attackers with one hit.

- Sometimes there will be hidden objects (worth special bonus points). And the number of points you earn may vary — depending on *how* you attack the hidden object.

ATTACK!

Now that you've been briefed on all you need to know about operating Tiger-Heli, it's time to make your move. You've got the ammo. You've got the maneuver-ability. You know you've got hidden allies down there. And you even know what the enemy's got.



So strap yourself in. Take a deep breath and power-up with only one thing on your mind.... . . . . VICTORY.

SAFETY TIPS

1. Always turn the power off before inserting or removing the GAME PAK from your Nintendo Entertainment System.®
2. This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit it or drop it. Do not take it apart.
3. Avoid touching the terminal connectors. Keep them clean by inserting the GAME PAK in its protective storage case.
4. Never attempt to take your GAME PAK apart.
5. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.
6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402
Stock No. 004-000-00345-4.

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